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DEPARTMENT OF DEFENSE

NATIONAL DEFENSE UNIVERSITY

WASHINGTON, D.C. 20319

1 March 1983

REPLY TO
ATTENTION OF:

War Gaming and Simulation Center

Executive Registry

03-1223

DDI- 1778/83

William F. Casey
Director, Central Intelligence
Washington, D.C. 20505

Dear Mr. Casey:

The National Defense University will conduct the second war game in the GLOBEX series, PROUD PROPHET 83, from 13-24 June 1983. The game will be global in scope and will be played to approximate real-world conditions projected forward to the mid-1980's. The playing focus will remain at the level of the National Command Authority, Joint Chiefs of Staff, and Unified Commands to include major components. The specific objectives are:

- to expose players to the difficult industrial and manpower mobilization decisions required during a period of developing crisis, while the threat is still ambiguous;
- to gain insights into the potential impact of selected Allied actions during a developing crisis;
- to familiarize players with possible war triggers;
- to involve players in the war fighting decisions required during the early stages of a global conflict;
- to explore the risks and benefits of a horizontal escalation strategy;
- to examine the strategic impact of unconventional warfare; and
- to consider the implications of early decisions on the prospects for successful conduct of a protracted war.

The game itself will be a two-sided computer-assisted exercise with a large and active Red Team. In this game, realistic intelligence play will receive increased emphasis, with special attention paid to Indications and Warning, and the provision of all-source intelligence.

The expected participation of a wide range of organizations will enhance our potential for exploring issues of special interest during



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PROUD PROPHET 83. These organizations will include the Departments of State and Defense, the Organization of the Joint Chiefs of Staff, the Joint Staff, the national intelligence agencies, and the Reserve Forces components.

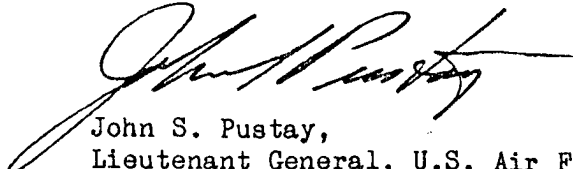
The continuing use of an active Red Team and the emphasis on enhancing intelligence play mean that we will again need qualified Blue and Red Players, and Green Controllers. In GLOBEX 82 the personnel provided by the CIA included the Blue Team's Director of Central Intelligence and two Red Team players. This year we again believe that Central Intelligence Agency participation is essential if we are to maintain the very high standards desired for realistic play. There are no substitutes for imaginative and qualified players if valid insights are to be gained. Therefore, I request that your organization participate in PROUD PROPHET 83.

Specifically I would like to request the participation of Major General E. B. Atkeson, National Intelligence Officer for General Purpose Forces, as the Blue Director of Central Intelligence. My War Gaming and Simulations Center Staff has already spoken informally to General Atkeson, and he has expressed a strong interest in playing. We feel that General Atkeson will be an excellent DCI. In addition I would like for my staff, with your concurrence, to pursue further contacts within the CIA in order to explore the possibility of additional CIA participation. To date we have had excellent responses from the U.S. Army Red Team and the U.S. Air Force Checkmate Team. Initial contact with [redacted] Assistant Director of DIA for JCS Support, has also resulted in a favorable response. We are very pleased with the high level of interest indicated by these responses as we believe that games such as PROUD PROPHET 83 are an excellent training opportunity for intelligence as well as operations personnel.

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I believe that Central Intelligence Agency participation in general, and General Atkeson's participation in particular, will materially enhance the value of PROUD PROPHET 83, and I sincerely hope that you will respond favorably to this request.

Very respectfully,



John S. Pustay,
Lieutenant General, U.S. Air Force
President